Amendments to the Specification:

Original paragraphs 0031 and 0089 are replaced.

Paragraph 0031 is from paragraph 0050 of parent application 09/928,294.

[0031]   Fig. 23 is a cross-sectional map view of a cave <u>tunnel</u> in which a robot

camera is focused on a hidden object that is not observable from the point of view

of a player-controlled character.

Paragraph 0031.5 finds support in Fig. 15 in parent application 09/928,294.

[0031.5]   Fig. 23a illustrates a player-controlled character entering a cave tunnel.

Paragraph 0089 is from the first half of paragraph 0150 of parent application
09/928,294.

[0089]   Fig. <u>23</u> ~~29~~ illustrates a map view of a video game in which two player-controlled

characters (animated character 17 and robot character 155) are controlled by the same human

player, although in some embodiments not all functions of both characters can be controlled

simultaneously. If more than one player is playing this game, each player can control

multiple characters individually and in groups. In the Fig. <u>23</u> ~~29~~ example, animated

player-controlled character 17 is standing at the entrance to a cave tunnel 176 shown in

cross-section with walls 170. From the point of view of character 17, object 172 is displayed

on LCD 22 <u>(Fig. 5)</u> ~~(not shown in Fig. 29)~~ when her "camera" 173 is pointed at angle 177.

Paragraph 0089.5 finds support in Fig. 15 in parent application 09/928,294.

[0089.5]   Fig. 23a illustrates a player character entering cave tunnel 176 as shown in Fig. 23.